

(5 Players: 2 DSP; 1 Store Manager, 2 Consumers)

Scenario 4:

Staff 1 has taken Richard and Dell to the grocery store.

Staff 1 went to get the dairy products while Richard and Dell are shopping for cereals and snacks in Aisle 7.

Staff 1 hears Richard yelling obscenities.

When Staff 1 arrives at Aisle 7, Richard is waving his arms, yelling that life sucks, he is really pissed off and kicking at the bottom shelves in the aisle.

Staff 1 also sees the store manager waving his arms in the air and running toward Richard from the other end of aisle 7 yelling “Hey! Hey! Shhhhhhh.....What’s the trouble?”